

**METHOD AND APPARATUS FOR AUTHENTICATING AND VERIFYING
COMMUNICATION ON A NETWORK OF GAMING DEVICES**

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ABSTRACT OF THE DISCLOSURE

A method to transmit commands across a gaming network is implemented with
digitally signed messages. The command messages are generated upon a triggering event,
such as the winning of a bonus. The messages are digitally signed by the transmitting node
10 and transmitted to the subservient device. When the subservient device receives the message,
it verifies the signature and executes the command. If the signature does not verify, the
subservient device may raise an alarm.